How to / Trackmania / Mediatracker / GPS & Replay ghosts

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Introduction

The most stunning effects in Trackmania are usually a combination of different single Mediatracker effects. To give you some better understanding how these effects can be assembled, we will create a GPS for a driving track.

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Part 1: GPS

In real life, it's "Global Positioning System", in Trackmania it's just a camera guide which shows you how to drive the track.

A typical Trackmania GPS is a combination of 2 mediatracker effects:

- A 1st clip with a "text" effect, telling you what to do in order to see the GPS
- A 2nd clip with a "camera" flight from the beginning to the end of the track.

That's it. Of course many Trackbuilders spice up their GPS with more mediatracker effects to make it look flashier, but the basic principle is always the same.

That means you should be familiar with these tutorials:

General Mediatracker handling: Mediatracker + Workflow
How to insert Text: Text tutorial
How to insert and handle Cameras: Camera tutorials, especially custom and path.

Part 2: A simple camera GPS

Download the **GPS track**, open it in Trackmania and drive it once (or record a Mediatracker Ghost) to access the Mediatracker content.

www.mania-creative.com/load/

Our test track
Very easy track consisting of one left and one right turn. Perfectly built to make a GPS for the people who won't find the way.^^

What we will do
Our GPS will consist of these steps:

lace a trigger for "Clip1" at the start ramp, displaying the text "BACKWARDS FOR GPS" for 3 seconds...

2. We will place a trigger for "Clip2" behind the start. Clip2 will perform a camera flight through the track, and at the same time display the text "THIS IS MY GPS"...

If you are in fact familiar with Mediatracker workflow, the basic structure of a Trackmania GPS should be clear by now... a GPS is nothing "special" or secret, it's just a combination of mediatracker effects, played on different occasions... just like many other stunning effects you've seen in in your favorite authors' tracks.

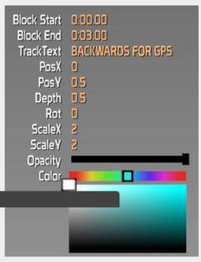
Clip1 : Text (The announcement that GPS exists)

CLICK IMAGE TO ZOOM

So let's employ with the easier part of the GPS: The "Backwards for GPS"-text.

This text shall appear just when the driver starts the race.

Therefore the trigger for "Clip1" must be set at the start ramp of the map.



www.mania-creative.com/load/

Clip1 contains a simple text effect track.

These are the keyframe values for both, **start and end keyframe** of the inserted text track.

What is happening ?
As soon as the 3-2-1 countdown is through and the car is ready to drive, Clip1 will play.

Clip1 will play the text "BACKWARDS FOR GPS" for a length of 3 seconds... then it just disappears.

The 3 seconds length is long enough to let people read the message and short enough not to disturb the driving action if someone just wants to drive the track...

Nothing more happens.

Clip2 (the GPS itself)

If the driver reads the text message from Clip1, he will hopefully decide to drive backwards.

CLICK IMAGE TO ZOOM

Clip2 is inserted and triggered just right behind the start ramp.

As soon as the driver drives back (as told by the text in Clip1), Clip2 will start to play.

Clip2 contains 2 tracks:
One text track saying "This is my GPS" and one track which includes the camera flight.

Text track : "This is my GPS"
Of course it's possible to add text into your GPS, for example to give some extra information or just to entertain people...

The text block is 7 seconds long (that's the same time the camera flight will take).

The are the text effect values for both, **start and end keyframe.**

Camera track
Every proper GPS needs some camera flight.

The numbers in the pictures represent the different keyframes of the camera track, representing all the "interstations" of our camera flight.

Looking at the different keyframe values, you'll see that the camera just proceeds forward and leans into the corners a bit.

Hint: Whenever you create these camera paths, use the mouse to set the values for the different keyframes... entering the values by hand is not necessary in 99% of all cases and would consume too much time.

Maybe you wonderthat our test track uses a "Path camera" and not a "Custom camera" track...

It's easier to handle than the "Custom camera", and it does smoother camera movements in general.
The "Path cam" is the best choice for a GPS system.

Voila ! That's it

As soon as the player goes backwards, the camera flight plays, along with the textmessage. Both will just vanish as soon as their content has played to the end. This is how a basic GPS works...

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